

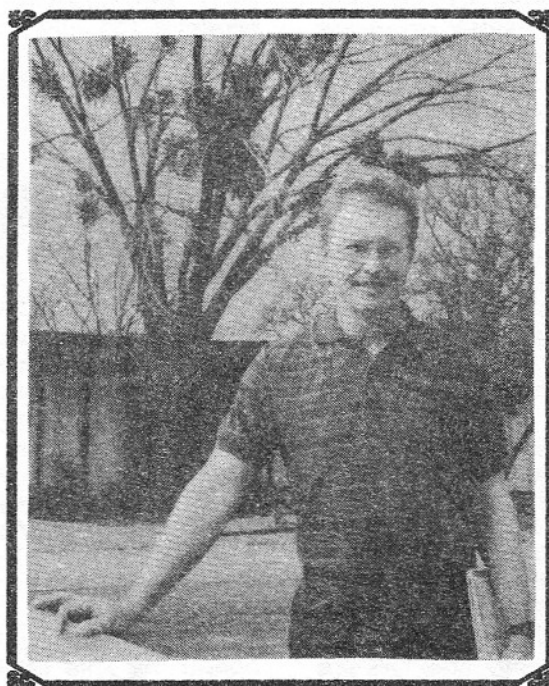


MCCC NEWS

Mid-Cities Commodore Club, Inc.

April Vol. 4 Issue 4

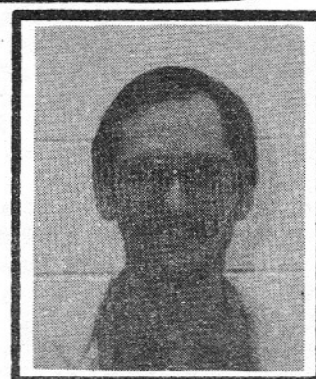
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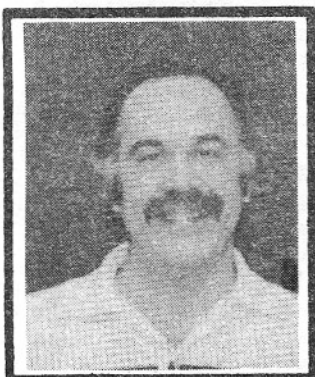
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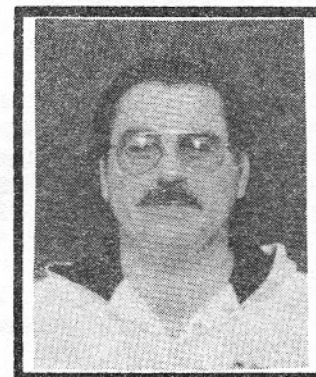
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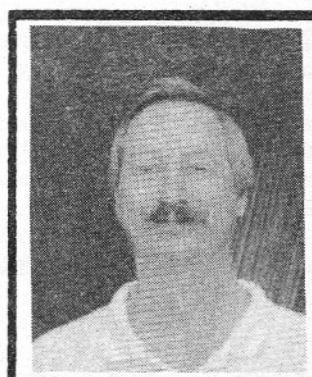
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PROGRAMMER'S CORNER

By Bob Lawson, FW Night Chapter Librarian

Last month we learned how to create a sprite from scratch and display it on the screen. This month we're going to play around with it. We'll learn how to move it around on the screen and detect collisions with background objects, and, if space permits, we might try some other things as well.

Let's get started. Turn on your computer and load up the sprite program we created and saved last month. You did save it, didn't you? If not, here it is again. Be sure to save it! In addition to saving this program, I'm going to ask you to save the program each time we modify it. By the time this series is complete, you will have a nice toolbox of short programs to illustrate the various techniques associated with sprites.

```
10 PRINTCHR$(147) : POKE53281, 0:
POKE53280, 0
15 V=53248
20 POKEV+21,0:POKEV+39,1
25 POKEV+29,1:POKEV+23,1
30 R=832
35 FORS=0TO62:READZ
40 POKER+S,Z:NEXTS
45 X=155:Y=130
50 POKEV,X:POKEV+1,Y
55 P=13:POKE2040,P
60 POKEV+21,1
100 DATA255,255,255,255,255,255,255,255
101 DATA255,255,255,255,255,255,255,255
102 DATA255,255,255,255,255,255,255,255
103 DATA255,255,255,255,255,255,255,255
104 DATA255,255,255,255,255,255,255,255
105 DATA255,255,255,255,255,255,255,255
106 DATA255,255,255,255,255,255,255,255
107 DATA255,255,255,255,255,255,255,255
```

When you run the program the sprite should be approximately in the center of the screen. Go ahead and run it. Now let's turn the sprite off so we can edit our program. In DIRECT MODE type POKE53289,0. The sprite should disappear. If you type POKE53289,1 the sprite should reappear. All we've done is turn it off and back on. The sprite, once defined and displayed on the screen will stay in memory until the machine is turned off or reset. This is an interesting feature we will use later. OK. Make sure the sprite is off and then list your program. The first movement routine we'll look at is a vertical scroll.

```
65 FOR=0TO750:NEXTT
```

All we're doing here is setting up a delay loop. (Remember, we talked about them a couple of months ago.) so we can see a starting point as well as the ending position of our sprite. Otherwise, the routine would begin executing as soon as the RUN command was issued.

```
70 Y=Y-1
75 IFY<49THENEND
80 POKEV,X:POKEV+1,Y
```

```
85 POKEV+21,1
```

```
90 GOTO70
```

```
95 END
```

Now when you run the program, the sprite will position itself in the center of the screen, pause for a couple of seconds, and then scroll to the top of the screen. Remember our chart of last month? You might wish to take a look at it again. We established position Y in line 45. Now all we're doing is decrementing Y by -1 each time the program loops at line 90. There are other ways of doing this but I elected to simplify things as much as possible so you could follow the program flow. To scroll the sprite down, change line 70 to read Y=Y+1 and line 75 to read IFY>210THENEND. Now save your modified sprite. You might want to call it something like VERTSCROL/SP.

A diagonal scroll is very similar. The only difference is we have to define both the X and Y positions. Change your program as follows:

```
70 X=X-1.5:Y=Y-1
```

```
75 IFX<24THENEND
```

You will notice that I decremented X with a greater number than Y. The reason for this is because the screen is wider than it is long and I was merely compensating for it so the sprite would reposition itself approximately in the upper left portion of the screen. When you start designing your own sprites and movements you'll be able to put them wherever you wish. Again, to scroll in the opposite direction, use plus (+) signs in line 70 and the GREATER THAN (>) symbol in line 75. Save your new movement routine with something like DIAGSCROL/SP.

If the proverbial light is blinking in your brain and you're thinking you can use the same technique with horizontal scrolls, well, you're only partially right.

```
70 X=X-1
```

```
75 IFX<24THENEND
```

This will scroll your sprite left. Now save your sprite with something like HORIZSCROL/SP. Try changing these two lines so the sprite scrolls to the right side of the screen. Woah! If you try to scroll past 255 you get an error message on the screen "ILLEGAL QUANTITY ERROR IN 80". You now have to use the most significant bit in order to position your sprite on the far right hand side of the screen.

```
70 X=X+1
```

```
75 FORJ=155TO295 : HX=INT(J/256):
LX=J-256*HX
```

```
80 POKEV,LX:POKEV+16,HX
```

```
85 IFLX>295THENEND
```

```
90 POKEV+21,1:NEXT
```

Save this routine as MOSIBIT/SP. That

Save this routine as MOSIGBIT/SP. That covers all the movement routines. As you can readily surmise, things can get somewhat complicated without an explanation as to what's going on inside your computer. By combining these routines, or, writing another short routine to have the computer move your sprite randomly around the screen, you can design some fairly sophisticated games in BASIC.

Now, let's move on to collision detection. This month we'll look at collisions with background objects. Let's use our latest modified sprite routine and make some more modifications:

```
16 FORJ=1TO10:PRINT:NEXTJ
17 PRINTTAB(35)CHR$(31)CHR$(42)
88 IFPEEK(V+31)=1THENPOKEV+21,0:
POKEV+31,0:END
```

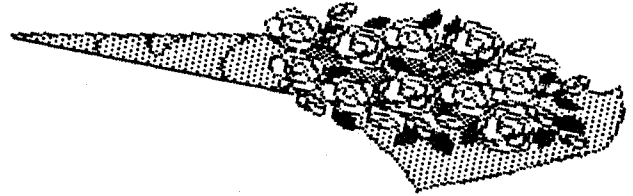
That was not a very sophisticated illustration but if you think I'm going to write your program for you, guess again. You at least get the idea of how to do it. Save this illustration as COL TO BKGD/SP.

Now that we've learned how to detect collisions with background objects we need to be able to move sprites either behind them, or in front of them. Location V+27 handles this feature. If the trailing data is a 1, then the background has priority. If the trailing data is a 0, then the sprite has priority. To illustrate this, use the latest version of your program and change the TAB statement in line 17 to read TAB(30) and change line 88 to read POKEV+27,1. Run it. The background has priority and the sprite appears to slide behind it. Now change line 88 to read POKEV+27,0. The sprite now has priority and appears to move in front of the background. You might want to save both of these illustrations for future reference.

Well, that's enough for this session. If you've been saving all these routines you should have a collection of 8 short programs to illustrate various features of sprites. Next month we'll begin working with more than one sprite. We'll look at sprite to sprite priorities, sprite to sprite collisions, and multi-color sprites. The following month we'll work with animation. So, right now, we're halfway home.

My apologies to you advanced programmers if I appear to over simplify techniques but my contention is the simpler the explanation the easier for new computer buffs to grasp the idea and begin programming themselves. There will never be enough or too much in public domain. And to you newcomers, it takes a lot of luck, some very hard work, and some unique ideas to get your programs published. Don't let this discourage you, however, because there's a lot of satisfaction just knowing you created something which might be useful to someone else. Those programs you create which

don't quite measure up to commercial standards, put in public domain. Simple recognition and someone else's appreciation can be very gratifying. Have fun playing with your new found skills and support our library. Until next month, HAPPY PROGRAMMING.



Radio Corner

By Harold Hetszel
CCCC, Tucson, AZ

How about a modem for your car, or airplane? AT&T and Bell Atlantic are experimenting in the Washington, DC area. They are equipping some of their customers with modems that tie their portable computers into the cellular telephone system. A number of airlines are offering a telephone link to any telephone on the ground. An acoustic coupler could turn it into your own personal flying modem.

For the "do-it-yourself" networkers, Electronic Systems Technology (EST), offers a wireless modem for private networks. This network does not tie into the common carriers. It uses a VHF FM radio operating at frequencies between 72.040 and 72.960 MHz. The user can select one of 24 available channels and a unique address for each node on the network. The one-watt transceiver has a range of 1 mile with the 6" antenna and a range of 30 miles with an outside antenna. Could be very handy for search and rescue work.

Motorola, the big name in business radio communications has announced two portable data terminals. The KDT 480 is designed to be mounted in a vehicle. It has a CRT display, formatted into 12 lines of 40 characters each. The terminal display was designed for varying light conditions, even direct sunlight! The KDT 800 is a portable system to be carried anywhere. It weighs less than 28 oz. and measures 7.5 by 4 by 1.3 inches. It has a LCD display of two lines and 27 characters per line, a 56 position keyboard, programmable function keys and a numerical calculator pad. It has an internal transceiver and antenna, operating in the 800MHz frequency range. Outside of radio range, the terminal has a built-in 300 bps telephone modem to keep you in touch with the office.

Further information on these products can be received from "Creative Computing" Sept. 85 and "Transactor" Jan. 86.

NEW SOFTWARE REVIEWS



MCCC NEWS REVIEWS THE LATEST SOFTWARE
COURTESY OF BABBAGE'S AND FEDERATED



FONTMASTER II

by Xetec, Inc.

Review by B.J.C.

Fontmaster has been so greatly improved that there is little resemblance to the original. The revision was more in the nature of a complete overhaul and the results are stunning. Fontmaster II allows the user control of every aspect of the printed text in the convenient format of a word processor. The program disk is so thorough that several demo files have been included to show how various formatting commands affect the printed text. It almost reviews itself! Just look at a few of the things Fontmaster II can do.

- ♦ Font changes can occur anywhere.
- ♦ Up to nine fonts can be used in the same file. Over 90 fonts are included on the program disk.
- ♦ 12 standard pitches:
 - Expanded Pica
 - Expanded Alternate
 - Expanded Elite
 - Expanded Konnect
 - Pica pitch
 - Alternate pitch
 - Elite pitch
 - Konnect pitch
 - Compressed Pica
 - Compressed Alternate
 - Compressed Elite
 - Compressed Konnect
- Plus many pitches in between!
- ♦ Proportional spacing
 - Regular vs. proportional spacing
 - Regular vs. proportional spacing
- ♦ Underlining is adjustable.
- ♦ Superscripts (height is adjustable)
 - Type 1: E=MC²
 - Type 2: E=MC³
- ♦ Subscripts (also adjustable)
 - Type 1: H₂SO₄
 - Type 2: H₂SO₃
- ♦ Boldfacing is no slower than normal text.
- ♦ Inverse characters (~~white on black~~)
- ♦ Three text heights:

Tall

normal
micro



(With 3 heights and 3 widths, 9 character sizes can be made)

- ♦ Set line spacing

as small

or as large

as you like

- ♦ Foreign languages:

Большое спасибо. который сейчас час?

- ♦ Overlay characters (especially useful for accents in foreign languages)

garçon, cliché

Plus, use the included font editor to create your own good-looking fonts! (This font is called *Headline* and was created by yours truly for the MCCC.)

A comprehensive review of Fontmaster II would easily fill more than half the 80 page manual. Here are a few of the less technical features I found extremely handy. Fontmaster II works well with the FastLoad cartridge and the package includes a free back-up disk! It supports 2 disk drive use and over 50 printer and interface combinations. User designed setup files are loaded automatically.

I was honestly hard-pressed to find any flaws to present a balanced look at the program. There does seem to be a bug which prevents underlining in a header and I was disappointed to find that I could not include more than one line in a page header. My only other complaint is that there is no file merging capability although you may bypass this problem by using the chaining feature, a little more cumbersome, but adequate.

Fontmaster II is definately for the serious user and will give you the control of a typesetter as well as a wordprocessor. I found it no more difficult to learn than any other processor and since I have been using it extensively for the last two issues of this newsletter, I find that I am now totally spoiled by its power and finesse.

P. S. It will even center double wide characters!

... LOOK ... LOOK ...

CLIP ART VOL. 2

by Springboard

Review by B.J.C.

The second volume of graphics for use with Newsroom is now on the shelves of Babbage's. Clip Art Collection Vol. 2 contains "over 800 pieces of artwork for businesses large and small". This equates to 86 screens worth of new drawings which vary in style from realistic to humorous cartoon-like characters.

While the subject matter of this collection is somewhat limited, it is the best quality of artwork yet released in the Clip Art series. On the whole, the drawings are much more realistic than the earlier offerings with ample opportunity for creative composition by the user.

A sample of the specialized subject files includes: (number of files)

Accounting	Appliances
Painting	Audio Equipment
Automobiles	Beauty Supplies
Building (2)	Computers (2)
Dentistry	Dining & Spirits (3)
Farming	Mechanical Drawing
Film Making	Florist (2)
Furnishings (2)	Health Care (2)
Industry	Medical Care (3)
Jeweler	Money (3)
Legal	Office (4)
Optics	Pet Store
Photography	Politics
Real Estate	Sewing
Stocks & Bonds	Travel
General graphic files include:	
Ads	Balloons
Borders (3)	Charts (3)
Cliches (5)	Daycare (2)
Hands (2)	Holiday (2)
Miscellaneous (4)	People (4)
Symbols (2)	Words (4)

The graphics used in this issue of MCCC NEWS are just a few of the many examples included in this excellent collection.



SUPERBASE-64 USERS-WARNING

By Jon Nagus

CCCC, Tucson, AZ

The new Super Base 64 is out (version 2.0). Those of you that are using the 1.0 version and plan the upgrade or trade files with other users of that data base be forewarned that the new 2.0 version can use the old files but it CONVERTS the file in the process and the converted file will no longer be usable by version 1.0 and CANNOT be reconverted. For most this will not be a problem, but forewarned is forearmed.

THE LÜSCHER PROFILE

by Mindscape

Review by B.J.C.

Quickie tests that promise to reveal a new understanding of yourself are certainly not new to the field of amateur psychology. Magazine and bookstores are full of them. Now they have been added to the software shops as well.

Dr. Max Lüscher, a Swiss psychologist, has studied the effects of color on people and what it can tell us about our current psychological condition. The Lüscher Color Test, first presented in 1947, involves a series of specially-chosen colors which the test-taker is asked to rank according to preference. This ranking is then analyzed and a two page report printed for study and reflection.

The subjects covered on the profile report include:

- Your Mood Right Now
- Your Needs, Desires and Goals
- What Motivates Your Behavior
- Your Attitude Toward Emotional Involvements
- Why You Act the Way You Do
- How You Respond to Challenges
- What You Expect From the Future
- Things to Consider

The test itself is incredibly short and requires less than 15 minutes to take. It amazes me that such profound personal statements can be made on the results of a person's responses to 7 color and shape tables. Little, almost no information is given to understand the use and interpretation of the results and the advice section (last) contains entirely too many "you should" statements. A bibliography for further reading includes 15 entries with 'Good Housekeeping' listed twice! Too many questions are left unanswered.

Having been a teacher for 14 years, I hesitate to draw serious conclusions solely from the results of any one type of evaluation. The Lüscher Profile may be valuable as a parlor game but let's leave psychological assessment and understanding in the hands of qualified professionals.

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More On Tymnet: This is the second of a two-part series on the largest public network in the world, Tymnet. Best known as an intermediate carrier for other networks, the service has its own database, valuable as a training aid in on-line database work in general, and as an excellent source of information leads on a cornucopia of subjects. Let's continue our exploration.

Main menu item 3 is, in my opinion, the most intriguing and bountiful Tymnet resource. The option, database/time sharing services, generates a 6 item sub-menu that discloses available services, and the companies providing them, along with detailed information about those firms. Opting for item 3 will get you a lengthy roster of service classifications--a slate of 301 subjects, from accounting to walls. Topics range from the familiar to the exotic and include: auto racing, computer games, exact sciences, film reviews, formula feed and sausage industry support, poultry, real estate, tickler scheduling, and weather. Researchers should note those classifications that match targeted subject material. Let's say you hit the jackpot and discover your desired subject. The next step would be to find out what companies offer information within that classification. To do that, select menu item 4. The result will be a display of firm names only. For example, I found 6 outfits offering hot poop on real estate. Should you want more facts on those firms, choose item 2, detailed information about a company. You will then be prompted to enter the firm's name, which must have appeared in the prior list. What follows will be a fact filled description of the data provider: name, address, contact individual, phone number, a list of key words (i. e., service classifications), computers (used by them), and a description of the service offered--sometimes the remarks include pricing information. TRW's description, for example, stated that the company has credit information on more than 120 million consumers. I was also surprised to learn of an on-line service called Mnemetics Videotex, a network aimed at the home market--which goes to show that you never know what goodies you'll be likely to unearth on Tymnet. If you would like a display of all firms offering data services on the network, then try picking menu item 1. The result will be an alphabetical listing of all 113 firms, from ABS to Xerox Computer Services. Along with familiar names, such as

Compuserve, you may be surprised to discover that Cornell University and Rutgers University are among the vendors.

For the techies out there on the phone lines, Tymnet's main menu item 8, technical and user documentation, should be of interest. This item precipitates a short sub-menu that takes on what should now be a routine, general to specific, info presentation format. Sub-menu offerings cover lists of all publications, detailed information on specific documents, or the scoop on all printed items. When I last called, a total of 22 publications were identified, ranging in price from \$1 to \$30. Esoteric titles include "Engine Diagnostics User's Guide", and "RAM Reference Manual-Version 10.5". Also given are publication numbers, needed for ordering the goods. Sub-menu item 2 will reveal detailed descriptions of any document. You will need to enter the correct publication name, however, when prompted to do so. I would prefer to have Tymnet accept the shorter document number, but alas, you really need to enter the correct full publication name. I tried a wild card character ("*") in the name, but Tymnet refused the short cut. However, you need not tag version numbers contained in the document titles. The descriptions are very helpful, stating the subject, targeted reader/user, and related documents. Out of curiosity, I probed for details on the ELF Operators Guide; perhaps diminutive system operators were at work within Tymnet's mainframes. Fact was more sobering than fantasy, though, as ELF stands for Engine Load Facility. The document addresses the ELF program "which transfers and loads NAD Image Binary (NIB) code into TYMENT Engine nodes and slots". Gee! Needless to say, the guide is intended for operations personnel, not Santa.

Also for the technically oriented, or just plain whacko, check out main menu item 7, host processor types currently interfaced on the network. It triggers a brief sub-menu that permits you to see a slate of host computer manufacturers, all models for a specific host, and all types of interfaces. You might be impressed to realize that your humble home computer can converse with big machines from 40 different manufacturers, such as Amdahl, IBM, NCR, Honeywell and XDS. When you think about it for a moment, that capability is no small accomplishment.

Worthy of mention is main menu item 6, communications products verified by Tymnet. This option unveils a nice little plug about how the outfit is a "PC Friendly Network" and how Tymnet operatives are busy testing out various terminal programs on different computers to make sure they all work smoothly on the service. A short sub-menu is unfurled here as well. The first option yields a table of PCs and corresponding software--very

interesting. The roll call included machines by Apple, Tandy, DEC, IBM, Fortune, Hewlet Packard, Texas Instruments and WANG--no mention of Commodore. If you want to gripe to Tymnet about this oversight your best bet is to call your local sales office. How? Read on.

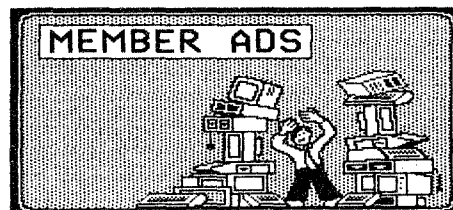
The Tymnet sales office directory can be seen by opting for main menu item 5. A sub-menu lets you list your state or area and get the location and phone number of the office nearest you. The first menu pick merely displays a list of all 50 states, plus entries for the District of Columbia, international and federal (what Tymnet means by "area.") Sales offices are not in all states, but are regionalized. For instance, Wyoming folks deal with an office in Denver.

Tymnet, unlike what we have come to know as a "full service network", lacks chats, bulletin boards, file transfers and teleconferencing, but these features are the province of many of its customers. The database described here is strictly germane to Tymnet's primary function of delivering the electronic word of others.

All in all, Tymnet is an excellent resource for all telecomputing enthusiasts. Price and system availability can't be beat. The database is straightforward enough to be easy to use, yet sufficiently comprehensive to provide valuable information to researchers and techie freaks alike. System navigation is similar enough to what you will find on most conventional networks to be quite instructive.

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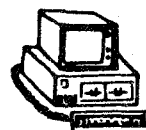
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CRYPTANALYSIS I

By Pat Pulliam

Santa Rosa CUB, CA

Cryptanalysis is the scientific study and conversion into plain text of cryptograms, ciphers and codes to which the key is not known. The ACA (American Cryptogram Association) is a non-profit, volunteer run organization devoted to the dissemination of cryptographic knowledge. The ACA's bi-monthly publication, "The Cryptogram" contains over 80 cryptograms of varied types including simple substitution, foreign language, mathematical, polyalphabetic, polygraphic and fractionating. In each issue of their magazine, the Computer Column contains one or two programs written by ACA members. However, some of the basic statements need to be converted to run on the C64.

I have worked cryptograms for years using only paper and pencil. The two hobbies, cryptanalysis and computers complement each other. Using the computer to solve or help solve cryptograms removes most of the tedium and saves much time. Cryptanalysis, on the other hand offers the programmer, beginner or advanced, many challenges and opportunities to learn while trying to devise programs to replace "paper and pencil" solving.

One of the best books written for computer users interested in cryptography is "Cryptanalysis For Microcomputers," by Caxton C. Foster (Hayden Book Co.). Because of Foster's book I have been able to get "my foot in the door" of "computer cryptanalysis" while my pencils stay sharp and my paper sits on the shelf unused. I must admit, though, that my solving record has decreased since getting a computer. This is due to the fact that I have lost interest in solving most cryptograms for which I have no computer program. Ah, someday, I may have computer programs for all of them.

Most of the programs I have are my longer revised versions of programs from Foster's copyrighted book. Some of them will do everything except cook dinner for me while I solve. The study of cryptography is a time-consuming, but fascinating hobby, made more enjoyable by the use of a home computer.

Following is a program for one of the easiest ciphers, a Caesar, which is simply a method of running each letter down a normal alphabet until a word is seen. The tips for many cryptograms are given in Caesar cipher in order that the solver has the option to solve with or without the aid of the tip. Usually, I will use this as a subroutine in other programs, as an aid in quick deciphering.

```
10 DIM B(80)
20 PRINT"<CLR> <Cursor Dwn> INPUT
```

CAESAR CIPHER"

```
30 PRINT"USE ONLY LETTERS AND
   SPACES"
40 INPUTA$:PRINT
50 L=LEN(A$)
60 FORI=1TOL
70 B(I)=ASC(MID$(A$,I,1))-64
80 NEXTI
90 FORJ=1TO26
100 FORI=1TOL
110 IFB(I)<OORB(I)>26THENB(I)=-32
120 PRINTCHR$(B(I)+64);
130 NEXTI
140 IFLEN(A$)<10THENPRINT,,
150 IFLEN(A$)>9ANDLEN(A$)<20THEN
   PRINT,
160 IFLEN(A$)>19THENPRINT
170 FORI=1TOL
180 B(I)=B(I)+1
190 IFB(I)>26THENB(I)=B(I)-26
200 NEXTI
210 NEXTJ
220 PRINT"<RVS ON> RETURN=NEW
   CAESAR INPUT <RVS OFF> 4 spaces
   <RVS ON> ANY KEY=QUIT"
230 GETQ$:IFQ$=""THEN230
240 IFQ$=CHR$(13)THEN20
```

Input the following Caesar ciphers one at a time and look for the solutions

```
FRPPRGRUH
ZOVMQXXIVPFP
FFUBSWRJUDPV DUH IXQ
```

The process may be reversed by inputting plain text, such as your name, and choosing a Caesar cipher.



C-128 TROUBLE- SHOOTING HINT

CCCC, Tucson, AZ

Are you getting lousy monitor color from your 128?

Sometimes it's O.K.?

Next time it's bad again?

IS THAT WHAT'S BOTHERING YOU FELLA?

Well, cheer up! The world is really bright. Things aren't always as they seem. Some of us have older monitors and they came with the old 5 prong connector for the back of the C-64. They worked fine but the 128 NEEDS an 8 prong connector. Make the change and that problem should no longer drive you buggy!

If you've a color monitor and would like your listings to be a different color than light blue, the Commodore Club of Toledo newsletter suggest loading the program and making sure there is no line 0. If there is none, then type 0 REM "[space]" and hit return. Now type POKE 2054,5 and hit return. Resave the program and your listing will be white. There are numbers for other colors, but they are more difficult to read on dark blue and would require changing the background color also.

CHAPTER NEWS ARLINGTON

The Arlington Chapter will meet at 9 AM, April 12, at the American Airlines Flight Academy for the April meeting. A guided tour has been arranged which will include visits to the Flight Academy and Reservations Center of American Airlines and the Training Simulator and Operations Center at the FAA Center. The tour and chapter meeting will end at the FAA Center at 1 PM. Those who took the FAA tour last year can skip the FAA operations tour, if they desire, and watch the film *The F-16 Thunderbirds*.—Jonathan Ribe

FORT WORTH

Those who attended the March meeting of the Fort Worth Chapter were treated to a Graphics display by Barbara Cramer and Laura Clements. This was followed by a brief question and answer period and then a software swap. We had the first chapter rap session for the C-128 owners. There were two 128s set up. About half the chapter members now have C-128s.

The next chapter meeting will be April 12 at 1:30 PM in the GDRA Room 2. A representative from Startext will make a presentation of the Home Banking System. All interested are invited to attend.—Jill and Gary Campbell

FW NIGHT

The Fort Worth Night Chapter at the March meeting enjoyed a presentation by Dan Carroll of 3M Corp and Jody Whitsett of Texas Carbon Ribbon on the construction and use of floppy disks. Dan and Jody also gave brochures and free disks to those in attendance. Also, Alicia Whitworth of Britco, Inc. described computer products available from her business.

The Night Chapter is proud of our new Assistant Librarian, Chance Sliez. Chance is only 10 years old, and has been a real trooper in duplicating disks for the past 3 months.

At the April meeting, Bill Reynolds will discuss the anatomy of the 1541 Disk Drive and changes that can be made to improve its performance. The place is St. Elizabeth's Episcopal Church, 5910 Black Oak Lane in River Oaks.—Clayton Sutton

GRAND PRAIRIE

Anyone who didn't attend the Saturday meeting of the Grand Prairie Chapter missed an excellent demonstration of Capitol Connection BBS by John Brodie. The officers of the chapter certainly appreciate the members' attendance, especially the ladies—and Joe Peters who, despite coming down with a flu bug, was there.

Everyone is looking forward to the meeting in April on Saturday the 12th and Tuesday the 22nd. See the calendar for times and places. C-U all Saturday.—Kate and Frank Corlett

H-E-B

The H-E-B Chapter meeting on March 15 featured a fascinating demonstration by Roy Baker of the Commodore astronomy program, *Sky Travel*. In addition to actually showing the software, Roy discussed the history of this program's creation and development.

Next, Roger Hoggard, chapter president, displayed and described CP/M for the C-128 computer.

The next H-E-B Chapter meeting will be May 17th, 1:30 pm at the Hurst Recreation Center.

ANNOUNCING . . .

In addition to Roger Hoggard's regular repair and maintenance work,

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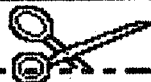
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The MCCC is not connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in club-sponsored classes. Dues are paid on a calendar year basis and new members who join after March 31 of each year pay prorated dues for the months remaining.

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GRAND PRAIRIE

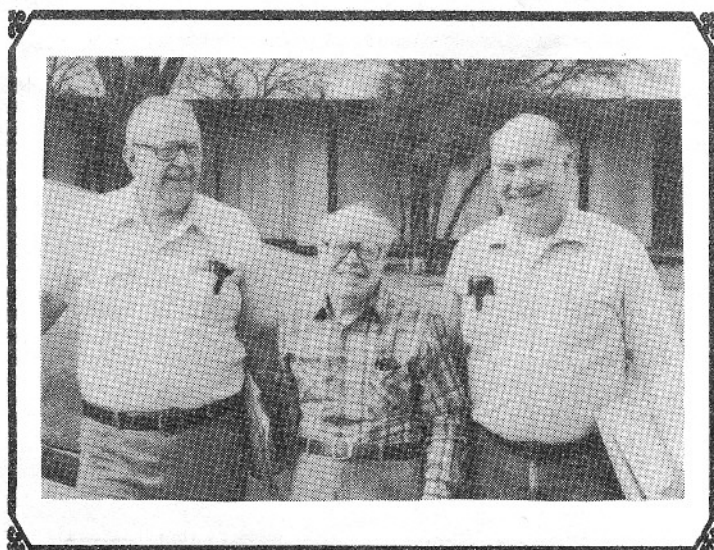
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April 1986

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MEETINGS

- April 5 Board Meeting, 10 AM
Western Hills Inn
- April 12 ARLINGTON CHAPTER, 9 AM
American Airlines
Flight Academy
- FT. WORTH CHAPTER, 1:30 PM
Gen. Dyn. Rec. Area, Rm. 2
- GRAND PRAIRIE CHAPTER, 1:30 PM
G.P. Public Library
- April 17 AMIGA CHAPTER, 7 PM
Arlington Community Center
- April 19 HEB CHAPTER, 1:30 PM
Hurst Recreation Center
- April 19 is the NL Deadline
for the May Issue
- April 21 FT. WORTH NIGHT CHAPTER, 7 PM
St. Elizabeth Episcopal Church
- April 22 GRAND PRAIRIE CHAPTER, 6:30 PM
G.P. Public Library
- May 3 Board Meeting, 10 AM
Western Hills Inn
- May 10 ARLINGTON CHAPTER, 9 AM
Arlington Community Center
- FT. WORTH CHAPTER, 1:30 PM
GDRA, Room 2
- Grand Prairie Chapter, 1:30 PM
G.P. Public Library

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
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13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17

May

QUARTERLY MEETING

April 19, 1:30pm

Hurst Recreation Center

700 Mary Drive

Program:

BASIC 64 vs. BASIC 128
C64 Hints & Shortcuts
How To Use 'Magic Tricks'
from AON Magazine



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